

ABSTRACT OF THE DISCLOSURE

A method for smooth transition between pre-rendered mode and real-time mode. First, a plurality of precast pictures having a set order are provided, each including an object and an object-position corresponding to the object. Then, a former position and a current position of a pointer are recorded in real-time mode. If real-time mode switches to pre-rendered mode, the precast picture whose object-position is closest to the current position is selected as a starting picture. Then, a played direction according to the former position and the current position is obtained. Finally, the precast pictures from the starting picture according to the played direction and the set order are played.